



FirstLook |



# WELCOME TO FirstLook



his issue is the last of 2013, and it's been a whirlwind year! In eleven months we've given you thirteen issues covering the biggest and brightest games heading to PC, consoles and handhelds and it's frankly been a joy. Several issues ago

we blasted past the 1 million impressions milestone and for any new magazine to achieve that in such a

short time is staggering.

Needless to say we all feel very humbled by all the support we recieve from readers like you, and we'd like to thank you for being with us for the past twelve months. 2014 is set to be even better for this magazine, but in order to for us to maintain our monthly frequency, we need your help. If you like this magazine, forward it to a friend, post links to it on Twitter and Facebook and chat about it on any forum you frequent. This magazine is for you, and if you have any ideas on how we can service your needs better, hit us up on @GamerZines via Twitter. Now without further ado, here's our latest issue...

Happy reading!

Andy Griffiths, Editor FIRSTLOOK@gamerzines.com

#### MEET THE TEAM

Still pondering gaming's illustrious future...



Simon David Knows his A-minors from his D-flats.

### Don't miss! This month's top highlights!









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# QUICK



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# TROVE

PUB: TRION WORLDS
DEV: IN-HOUSE
PLATFORM: PC
ETA: 2014
ALPHA SIGN-UPS LIVE AT
TROVEGAME.COM

TRAILER OF THE MONTH

### VARIED VOXEL VASTNESS

here's a tangible feeling of hope to Trion Worlds' latest online experience, Trove. The studio behind End of Nations, RIFT and Defiance has consistently applied their polished big budget design ethos to multiple online experiences, be it the humble shooter, RPG or RTS, and their next game pushes further into uncharted territory, namely the voxel-powered sandbox. One brief glance at Trove's retro visuals betrays this new entity's clearly Minecraft-inspired nature, but its beginnings aren't quite as cynical as you might expect. The product of two Trion Worlds staffers experimenting between projects, Trove's emphasis on world terraforming, procedurally designed worlds and block-based building

quickly made it a lunchtime favourite in Trion's Californian HQ. So much so that CEO Scott Hartsman elected to chuck the entirety of the publisher-turneddeveloper's weight behind the project.

Much of *Trove*'s appeal is undoubtedly based on its freeform gameplay structure, allowing players to create whatever they wish in worlds that are ripe for personal expression, but what has us really interested is how Trion Worlds' plans to differentiate their voxel-powered sandbox from *Minecraft* and the army of other pretenders snapping at Notch's heels.

Trove is currently in the Alpha stage of development, and if you'd like to try out this MMO for yourself, be sure to register via the game's official website shown above.

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FirstLook | Preview







# MATERIA DOGS

HACKING IS OUR WEAPON



# HE NEXT GENERATION OF TION-ADVENTURE GAMING

REVIEW 4

# SPEEDBALL 2 HD

PUB: MASTERTO INC DEV: VIVID GAMES TOWER STUDIOS PLATFORM: PC ETA: 5111 DECEMBER

### THE BEST SPORT WEVER TO EXIST

itmap Brothers' beloved faux future sport Speedball 2 is set to make a surprising return on PC this December. The fastpaced ultra-violent form of handball has appeared on the PC multiple times before, commonly expanding on the Amiga favourite Speedball 2: Brutal Deluxe which still has a massive following today, but this new version isn't just a visually upgraded port. It's a full-on remake with six brand new arenas, 336 unique players, 28 teams, a fully simulated transfer market, player upgrade system and league structures which involve players travelling to four different planets. All this though, is really

the wet dressing to an already nutritious blood-filled gameplay salad, with court action once again based around nine versus nine matches involving chucking a metal ball into the opponent's goal and at multiple point scoring toggles spread around the arena. The team who has the highest point tally when the timer stops wins.

Sensible Soccer creator Jon Hare has also been at hand during Speedball 2 HD's development to ensure the sanctity of this classic sport title's gameplay remains just as compelling and addictive as it was back in the day. First one to tackle the keeper and score a quick 10 points wins a prize.



FirstLook | Preview







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**BEST MULTIPLAYER AND SERVICE** 





NUS





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GAMES

2 sat \*\*\*Etch Dogs Assessin's Cheed IV: Black Flag The Writtier 3: Wold Hunt Elder Scrolls Online Call of Duty®: Ghosts NBA 2K14 Madden 25 Flifa 14 Battlefield 4 Tom Clancy's The Division

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BETTER OVER TIME





### **Titanfall**

2014's biggest collector's edition yet... literally!

t a time when more and more games are only sold digitally, it's actually quite nice to see a developer and publisher team up to offer a slightly crazy collector's edition. Titanfall's premium-priced set certainly falls under that heading, boasting a huge 190-page artbook, glossy schematic and a truly massive 18-inch tall mech diarama with LED lights and soldiers scurring around the robot's feet. How much does this

set cost, you ask? You might want to sit down for this one. GAME are currently selling *Titanfall*'s Collector's Edition for £249.99 on all three platforms, which is frankly the sort of price that makes mortgage advisors fall out of their chairs. Hell, our water bill for the year isn't too much off this set's RRP! No doubt EA won't be making too many of these, but it'll be very interesting to see how many are left over post-launch.



PUB: EA
DEV: RESPAWN
ENTERTAINMENT
PLAT: XBOX ONE
XBOX 360 PL
ETA: 14TH MARCH

PUB: BANDA

DEV: ARTDINK PLAT: XBOX 360 PS3 ETA: JANUARY 24TH

# Dragon Ball Z: Battle of Z



very time a new Dragon
Ball Z game comes out
we want to be excited.
We want to listen to that
little voice in our head that
says, "This is the game that'll
get DBZ's epic battles right!"

Having not played Battle of Z we have no idea if that's the case, but with new multiplayer battles and a roster that features every major hero and villain from the show we hold high hopes for this one

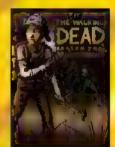
# The Walking Dead: Season 2 PLATE PLA

widely accepted game of the year returns next month and frankly we can't wait to find out what happens next! Season 2 takes place months after the the first season's finale with Clem struggling to survive the zombie apocolypse without any kind souls to help her. Expect another gut-wrenching tale where nobody is ever truly safe. PUB: TELTALE GAMES

DEV: IN-HOUSE

ABC × 300 PC PS V TA

ETA: 6TH DECEMBER



FirstLook | MustHaves

### Wildstar



arbine Stud'os has announced that the gloves are now well and truly off when it comes to promoting *Wildstar*. After years of teasing, all info about classes, races, paths, and lore is finally being revealed, with a public beta set to start next month. This could be the next big MMO revolution people have been waiting for.

PUB: NAMCO PANDAT

DEV: FROM SOFTWAPE

PLAT: PS3, PC, XBOX 366

FTA: MARCH

# Dark Souls II

with Dark Souls II's during the Spanne's increasingly frequent Beta weekends, there's no doubt in our minds that this will be one

of the most unique experiences of 2014. Every gamer needs to sweat for their enjoyment now and then and 20 Dark Souls II offers enough pain and pleasure for everyone to be satisfied.



**PUB: NCSOFT** 

PLAT: PC ETA: Q1 2013

**DEV: CARB NE STUDIOS** 

# Super Mario 3D World

intendo has completely won us over to the Wii U's cause with this title. It might be the cat suit, it could be the special Mario Galaxy themed stage, but we suspect

it's the undeniable feeling that Nintendo are finally hitting their str'de when it comes to their tabletennanced console, the Wii U. This could 2013's game of the year!

## Gran Turismo 6



PUB: SCT VY DEV: POLYPHONY DIGITAL PLAT: PS3 ETA: 6TH

DECEMBER

orza 5 may currently be winning all the plaudits from racing game fans everywhere, but for many even Turn 10's opus can't hold a candle to the daddy of all console simulations. Featuring some of the best tracks in the world, as well as content dedicated to all different kinds of motorsport disciplines, Gran Turismo 6 is set to be mega!

# BRAVELY



NINTENDO 3DS ETA: 6TH DECEMBER

## **Bravely Default**

PUB: MINITENDO

DEV: NHOUSE PLAT: WILL ETA: 29TH NOVE

kay so this JRPG might officially have the silliest name on the planet, but that doesn't it's not worthy of your attention. Heavily inspired by both Final Fantasy and Dragon Quest, Bravely Default is based in an entirely new universe where players seek out crystals to bring balance to the land of Luxendarc.







Forza Motorsport 5 is a cinematic automotive journey, starring the world's greatest cars and tracks. Built from the ground up to take advantage of Xbox One and the infinite power of the cloud, no game better delivers the wide-eyed thrill of racing.

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DXONE



PUB: REVOLUTION
SOFTWARE
DEV: IN-HOUSE
PREVIOUS GAME,
BROKEN SWORD 2
THE SMOKING MIRROR
REMASTERED
PLATFORMS: PC
ETA: DECEMBER



Charles Cecil has been part of the games industry for over 20 years, and has won multiple awards in the field of adventure game excellence. He co-founded Revolution Software in 1991

We ask the creator of Broken Sword about

ew game developers are more respected than the egendary Charles Cecil. The work of the acclaimed interactive storyteller and his studio Revolution Software is still revered today, with Broken Sword: The Shadow of the Templars, Lure of the Temptress and Beneath the Steel Sky representing some of the best experiences the adventure game genre has ever produced. Recently the York based deve oper has been tack,ing the mass ve task of producing an all new entry in the Broken Sword series, so we decided it would be the ideal time to fling a few guestions Charles' way to learn now development is progressing. As youd expect, his answers dign't d sappoint...

#### How important was it to get Rolf Saxon and Hazel Ellerby back to voice George and Nico?

Rolf has played George in each game, so his voice is absolutely synonymous with the character. He is very popular with the fans, and a keen supporter of the series so it was great to get him back.

Rolf was brilliant when we launched our Kickstarter appeal last year—talking to fans, and helping us spread the word. And he was keen to play through the game in advance, and fed back on some of the lines, and the relationship with Nico. We have had to fit with his busy schedule, but that is a ways the case as he's in great demand.

FirstLook Interview



#### the series' Kickstarter funded return

Hazel played the first Nico, as well as other characters, but unfortunately wasn't available for these recordings. However, I am really pleased with the new voice of Nico, Emma Tate. I hope that the fans and newcomers to the game will agree.

Point-and-click adventure games are experiencing something of a resurgence at the moment. How much of that is down to the rise of tablet and mobile gaming?

Adventure games are perfect for modern touchscreen devices; the point-and-click format translates so well to slide-and-tap. But I feel that the resurgence of the genre actually comes from the move from retail to digital distribution.

With limited shelf space, retailers tended towards stocking big name blockbusters and mainstream. filler titles - first-person shooters, racing, sport, etc. As PlayStation rose in prominence and game development costs spiralled, publishers became more and more risk adverse. They were no longer prepared to fund adventures and the genre declined, despite the significant audience. There was a huge disconnect between what people wanted to play, and what was being made available. More recently, the opportunity







weeks ago I learned that a number of Goaters were converging on York for a get-together—one had flown in all the way from Sweden. So I have not dared to create any puzzles as tough as that. We do have quite a range of puzzle difficulties but if someone is totally stuck then they can use the built-in hint system, of course.

There seems to be a lot of pressure to make adventure games easy and straightforward nowadays. Do you think it's okay for players to be stuck on a puzzle for an hour or two?

Absolutely, but our hint system allows them to move forward if they don't want to spend an hour or two on a puzzle. We grab statistics on how people play, and a large number use no hints at all, but most people just use the odd few when they are totally stuck.

How hard was it to come up with a new antagonist Broken Sword: The Director's Cut still has a Metacritic average score of 91%, which is way ahead of other adventure games







Knights Templar are somewhat

While researching the Knights

Templar, I had followed up on a

group called the Cathars, based

in the South West of France in the

Medieval period, who followed the

clichéd and I felt that it was

definitely time to move on.

perspective. In the Testament of

Truth, the story of the Garden of

Eden is told but from the Serpent's

perspective. The orthodox church.

of course, hated this message and

persecuted the Gnostics until,

in the 13th Century, a crusade

was organised to destroy them

FirstLook Interview



 followed by the formation of the Dominicans to root out any remaining heretics. It was absolutely brutal.

As I delved deeper, the history and mythology got more and more interesting – and absolutely resonates in the modern day.

Perfect for a *Broken Sword* backstory!

#### Why did you decide to split The Serpent's Curse into two parts, and at what point was that decision made?

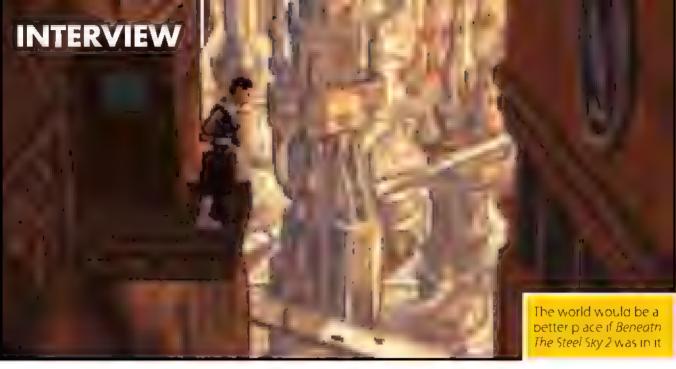
When we first started in early 2012, the game was going to be split into two smaller games because we couldn't possibly afford to write a large one. With the success of Kickstarter, I decided to merge the two into one larger, more ambitious game.

Our backers naturally wanted to know when the game would be completed, and I promised that it would be published by Christmas. About a month ago it became clear that the quality would suffer if we were to publish

# We decided to split the game into two episodes - the first one offers 7-8 hours of gameplay

the full game, so we decided to split the game into two episodes – the first one offers 7-8 hours of gameplay. This was an excellent opportunity to try something that I have wanted to do for ages: publish episodes in chunks that can easily be completed over a weekend. Generally the response has been very positive.

Now more than ever, Hollywood is harvesting game IPs to create new movie franchises. Has any studio ever approached you to make a movie based on a Broken Sword game? Would you have any reservations about a Broken Sword movie getting made? If not, which game in the series do you think would suit best and



### who would you like to play Nico and George?

We are regularly approached by studios, but I am cautious. Any translation of the games would have to build on the brand rather than risk damaging it, and the history of films based on videogames is really not good. In light of this, I tend to warn them that I'd want to be an integral part of the writing and retain a large degree of creative control. The upshot is, they quite reasonably ask me to come up with a high level treatment, which is something





I don't have time to do. This is definitely something that I plan to drive forward with once the Serpent's Curse is over. Or immediately if Marion Cotillard agrees to play Nico!

After Broken Sword 5 is done and dusted, what else does the future hold for Revolution Software? A new story set in the Beneath The Steel Sky universe sounds like great Kickstarter fodder to us...

This may sound like a woolly reply, but I honestly haven't decided what to do next. Revolution used to operate with lots of staff, and I would have been having to focus on the next project while also trying to complete the current one, but our new way of working with a more transient, freelance team means that I can fully focus on The Serpent's Curse.
However, I have been speaking to

Dave Gibbons about a new

I have been speaking to Dave Gibbons about a new instalment of Beneath a Steel Sky. I have lots of ideas for another Broken Sword

instalment of Beneath a Steel Sky. I have lots of ideas for another Broken Sword. And I would also love to write something totally new and unique from our previous portfolio. And maybe a Broken Sword film project, too. So basically I have lots of ideas. It really is a great time to be an independent developer, as we have our destiny in our own hands.

The first part of Broken Sword 5: The Serpent's Curse will be released for PC on 4th December, with the second part due in January next year.





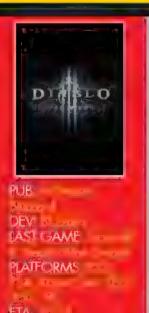


# XONE



# DIABLO III: REAPER OF SOULS

EXCLUSI ASSET



#### Giving fans precisely what they want...

eaper of Souls isn't Just an expansion for Diablo III, it's a full on revival for Blizzard's acclaimed yet controversial dungeon-crawler sequel. Sure the standout features of this content are exciting enough themselves - with the new Crusader class offering the sturdiest and most versatile role in the entire game, only rivalled by the warrior in terms of soaking up damage, and the addition of an all new story act, taking place entirely

in Westmarch - but it's the fact that B izzard nas torn up their own rule book which makes *Reaper of Souls* such an intriguing proposition.

In order to give the existing Diablo III fanbase a heads-up about these changes, Bl'zzard sent out 2000 Reaper of Souls Beta codes to members of the press and the game's community, which unlocked seemingly the entire expansion (a I 17.6 gigs of t) for playful poking and prodding. This tactic was previously











reserved for another B izzard franchise, Starcraft, but it shows how confident the studio is about the tweaks they've implemented and how much they want the world to know about them. In the space of a week, we blasted through the new content as fast as possible in order to discover what exactly those tweaks are and as you can imagine the results were exciting.

The most notable change in Reaper of Souls' arsenal is the way Diablo III's difficulty is toggled. Before enemy HP, attack strength and loot vie.d was localised to areas in the world, in addition to players choosing a difficulty for a game before they began. Now both of those systems are gone, so bye, bye Monster Power and bye, bye Nightmare difficulty. Instead now enemy damage is related to six difficulty toggles of the player's choosing and the level of the character they play as. This change sounds minor, but it completely alters the flow of the campaign and

## FirstLook Preview



eliminates p ayers coming across sudden d fficulty sp kes, as they move into a new area of the gameworld.

The second major addition is Adventure Mode, This new game type is entirely separate from the campaign and is available to all players, regardless of if they've completed the campaign or not. Essentially it's a means of quickly evelling a character and offers players

"The Loot 2.0 update rightly returns the auction house to consumerist hell"

the chance to explore areas of the gameworld which they, not the story, deem worthy.

After creating a new character, you spawn in New Tristam and are then free to travel to any waypoint in the world to tackle new bounty missions and bosses in an effort to earn better loot and gear. There is hard y any story in this mode, apart from certain audio diaries unlocking whenever you kill a new enemy type, so its main function is to accomodate player choice and

variety. Adventure Mode is also intrinsically linked with the Loot 2.0 update which rightly returns the auction house to the consumerist hell it belongs and in turn raises the drop rate of legendary items several times over.

A brief two hour session in
Adventure mode yielded lots of blue drops, two legendary weapons and even some Demonic Essence and that was while we were messing around with a sub-level 20 character. In the vanilla version of Diablo III that kind of drop record is unheard of, and Reaper of Souls' increased generosity means that gameplay feels like much







.ess of a slog.

This new mode also boasts randomised 15 20 m nute long elite dungeons known as Nephal m Rifts which couple together different classes of enemies for one gior ous clumpy monster filled run. Tackling these rifts is only possible when you cash in keystones from fallen enemies at obilisks in towns, but their rewarding nature means you'll chuck e with glee whenever a keystone lands in your inventory.

Best of all, players can instantly switch between Campaign and Adventure Mode at will with any character, simply by choosing the requisite option prior to spawning in the game world. Overall, it's hard to see these improvements as anything other than doting fan service, tweaking both the core Diablo III experience as well as the economy. For the gamep ay fans, Bizzard offers small yet important tweaks like coins

dropped from kills automatically appearing in your inventory, saving your already overworked clicking finger, while on the economy side a new Mystic NPC offers the option to enchant existing rare and legendary items with new puffs as long as you have enough coin.

There are a few fan requests not present in this expansion though, I ke controller support for those who do their questing on the sofa a kin to their console oving prethren, but perhaps that's an improvement for another time.

Reaper of Souls is an expans on which alters, adds and accentuates Diablo III's core gameplay making it a much more rounded, enjoyable and engaging experience. Roll on public testing!

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DX ONE





# PLANTS VS. ZOMBIES: GARDEN WARFARE PREVIEW



LAST GAME

PLATFORM

ETA: THE RESERVE OF THE RESERVE 1 4 1 5 5 F

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#### Colourful comedic conflict

There's an unmistakably jovial vibe to everything Popcap have ever made starting from the humble Bookworm to the delightful bounce-a-thon Peggle, so they aren't exactly the sort of studio you'd expect to pump out a shooter, especially one of the multiplayeronly variety. Yet credit where credit is due, EA has shown fantastic insight to trust the Seattle developer to flex their competitive muscle, as Plants vs. Zombies: Garden Wartare is like a waft of colourful fresh all in the turgid and hollow militarydominated console shooter landscape

Poppap has taken a leaf out of Valve's Team. Fortress 2 handbook by expertly weighting eight carefully pitched classes (four for each faction). with matches being strictly team-based involving, predictably enough, plants versus zombies. Each role has been extracted from Garden Warfare's tower defence forebear with the Pea Shooter acting as a run-and-gun soldler, the Chomper can only do damage up close and the Cactus able to snipe enemies from afair. The primary attack methods of these classes are easy to grasp, but their special attacks are substantially more imaginative with the Sunflowerable to chuck out star-spewing manigolds to heal allies, while the Chomper is able to tunnel underground and kill zombies in one hit by suddenly erupting from the undergrowth.

Like any other multiplayer shooter, playing Garden Warfare is an exceptionally violent and aggressive experience, but thanks to the colourful visuals, frivolous sound effects and









playfully labelled abilities (Corn Strike anyone?) it never comes across that way

While playing we just had a constant smile on our faces, even during the dark times when our flora band were getting our stems handed to us by the undead fauna. The respawn timer only lasted a handful of seconds, so when we got outsmarted or outguined with one class we tried another, which gave the five-minute-long matches a varied and fun feel.

Our turn as the zombies was calso really enjoyable, with subtle differences between the factions trearing their ugly purple head. like the Foot Soldier who can rocket jump 20 feet in the air instantly or the undead All-Star quarterback who boasts a mini-gun which can shred shrubbery in a matter of seconds. Again, there were lots of secondary abilities worth

FirstLook Preview



getting excited about here too. be it the All-Star's dash tackle or the Scientist's ability to teleport multiple feet ahead to get out of danger. After a couple of matches Garden Warfare's true potential revealed itself, as the competitive edge kicked in. Us and our fellow players learnt how to work together, utilising our own classes unique skills as a team to clear up enemy compatants, which for a game of this type is vital. This usually involved letting the healer place down some HP turret things, while the more powerful classes peppered enemies from afar, allowing the melee classes to mop up any flankers, but due to the low player count it was always possible to be outgunned in one carefully planned rush.

One round we lost by one solitary kill and the groans from one side of the room versus the elation of the other proved that

this multiplayer shooter has a complex and stable competitive base to compliment its cutesy and inviting façade. The only question is whether Garden Warfare has the necessary staying power to remain in the competitive gaming zertgeist for long after launch, and the dizzying number of customisation items for each class (altering appearance, abilities and weaponry), should help with that

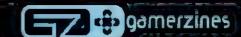
EAs other cartoony multiplayer shooter Battlefield Heroes has proven that's enough, at least in the free-to-play space. In the competitive £40 premium-priced console shooter market, which Garden Warfare will sprout in next

year, players expect more, but if there's anything to be said about Popcap it's that they really shouldn't be underestimated.



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## WORLD OF WARPLANES

**PREVIEW** 



PUB DEV LÄST GAME PLATEORM

#### TWITTER



What's your highest destroyed count for today? Send us



Francisco
World of Warplanes Launched
at 5000 Meters above Sea Leve
http://wp.me/pidos-6nC



World of Warplanes - swishing my mouse to the right while



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#### Chocks away

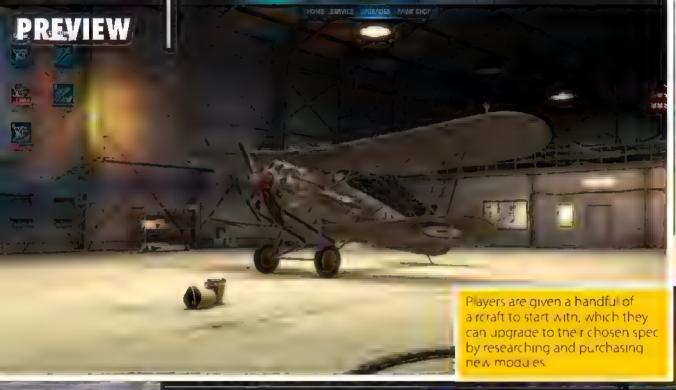
orld of Warplanes is the Independence Day of aircraft simulators, or more specifically that part in Roland Emmerich's beloved alien invasion flick where there are hundreds of F-16s swarming underneath. an alien mothership duking it out with similarly innumerable alien fighters. It's a game which doesn't demand players learn how to land planes or mess around with fuel inputs, instead it simply asks you to fly and do your part by fragging the flak out of the other team. Like the aforementioned blockbuster it would be easy to call this free-to-play endeavour brainless or even silly, but to do so would be to discount the absurd level of enjoyment felt by getting an enemy placed firmly in your sights and squeezing the mager.

Much like Wargaming net's other big freeto-play phenomenon World of Tanks, World of Warplanes is a game that's indiculously easy to get into. In a trio of tutoral levels players are taught how to track targets, manage speed levels (essentially boosting versus not boosting) and how to function as an effective team player in a squadron. After that process, which lasts around a dozen minutes or so, players are dumped back to the main menu and are free to start their career as a fighter ace in matches that leature 15 man teams trying to shoot down the opposition as quick as opposition.

Interestingly Wargaming.net have limited









Players can join matches either by themselves or in groups.

WoWp's 200 included aircraft to both World Wars and a bit beyond that, ignoring more modern, iconic craft. Limiting the action to these periods is actually a masterstroke though, as it means battlefields aren't tainted by missiles or smart bombs, instead players need to see the whites of their target's eyes before they can register a hit, with machine gun volleys only registering at sub 500m distance. This creates dogfighting moments that feel intense and real, with strength in numbers usually winning the day.

Battles feel fast paced, usually only lasting a handful of minutes, and take place on either of two 'maps - Harbor and El Halluf. The only game type, dubbed 'Battle Mode', has two victory conditions for teams, either shoot the enemy team down one by one or take out their facilities spread around the map to achieve a strategic

#### FirstLook | Preview



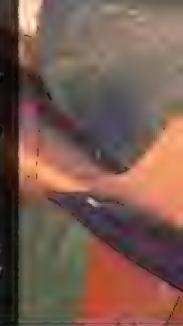
victory. The former scenario is more common than the latter, but the guick nature of play means that it's very tempting to enter another pattle as soon as the last one ends.

Outside of matches, players can upgrade their aircraft's speed. manoeuvrability and finng rate Via new modules or add new skills to their pilot avatar such as improving sight range or increasing sturdiness to enemy fire. Taking part in matches offers a limited amount of XP and cash, forcing players to either take part in more battles or spend some real cash in the in-game store to progress either their planes or pilots, but the core gameplay of WoWp is so fun that it won't seem like you're grinding your time away.

There are certain things we'd like tweaked as this online experience evolves though, like the addition of more missionorientated gameplay featuring escort and ground attack objectives as well as more nuts and bolts improvements like giving players some kind of indication that they're being attacked by anti-allicraft fire rather than an enemy fighter, Cockpit views for each of the featured historically accurate planes would also be welcomed, but we'd be surprised if Wargaming.net. weren't looking at these issues/ additions flor future updates.

World of Warpianes won't win any awards for its simulation of air battles of old, but this free-to-play title certainly offers the kind of Pashy loop-de-loop dogfighting

fun that we can totally get behind. Not unlike a certain Hollywood blockbuster from 1996, then...



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## EVE ONLINE: RUBICON PREVIEW



#### TWITTER



PLATFORM: P

in the speaking at

#DICEcurope #dust514 #eveon line #evevalkyrie #tweetfleet



Ardent Defender Inally read the entire patch notes for EVE Rubicon. Even made notes



CP For the K

Awesome, Soundcloud is pack

Buys https://soundcloud.com/

Buys https://soundcloud.com/



left W-space today just to say KUDOS to @CCPGames for the deployment of #Rubicon, That

TWEET US @GAMERZINES

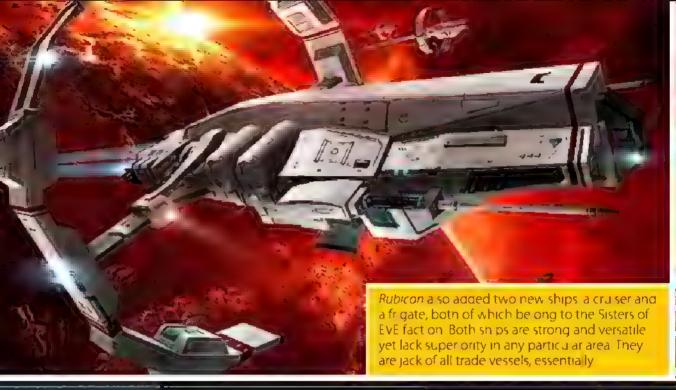
#### An anniversary to savour...

t's incredible to think that this past May, EVE Online celebrated its ten-year anniversary. In that time, dozens and dozens of more PVI-orientated MMOs have come and gone, yet CCP's space sandbox continues on, growing stronger and stronger every year. What is the developer's secret? Easy, they listen to their fans.

The recently launched Rubicon expansion is the clearest example of this close collaboration, with the new content the first step in a three-update arc which sees more and more powers pass from the developers to the players. Powers like being able to set up mobile supply structures in deep space, allowing resupply in areas players deem important, being able to establish new High-Sec customs offices around valuable planets (allowing players to tax their fellow miners) or most gamechanging of all, being able to escape EVE's known 5431 star systems to plunder uncharted space care of a player-built star gate. That last one is a way off from being added yet, but it's clear that Rubicon represents a great opportunity for new players to get involved with this unique online experience.

Most MIMO expansions focus purely on high level or experienced player content, but Rubicon's is much more democratic. The skill certification system for instance, which usually points players in the right direction of what expertise would go well with their newly acquired ship, has been carefully overhauled. Skillsets are now filed under fewer headers promoting better understanding at a glance, and the new in-game ship wiki/progression chart dubbed the 'Interbus Ship Identification System' allows players to see every ship in the game, what faction/face they belong









to, and where their particular hulk of metal ranks among them, in addition to what module would be best to upgrade next. These additions sound small but when coupled with EVE's existing tutorial framework they help newbies massively, not only in their understanding of the core game, but also all the different steps necessary to progress up the ship pecking order. That step up from controlling a frigate to a cruiser can feel mighty large.

Okay, so more accessible game systems, big whoop. What expansion doesn't deliver that? That's a fair comment out what if we told you Rubicon's arrival changed the nature of EVE to its very core? Yeah, now you're interested. Thanks to Rubicon, ships now vary in warp acceleration and deceleration, adding a new element of strategy to battles. Smaller ships like

### FirstLook | Preview



Interceptors and Cruisers are now genuinely faster than their capital ship brethren, EVE's political landscape has previously been dominated by big companies buying up big ships in massive collaborative efforts,

Rubicon changed all that by giving smaller outfits the ability to outsmart the big boys with smaller ships utilising querilla style

"The balance of the EVE universe is changing dramatically!"

attacks on stations where they could warp in and bug out quickly before reinforcements were scrambled. Hell, CCP even gave them new tools to radically alter this balance of power, with players able to sit on the edge of a system and send in a few siphon drones to do their dirty work.

There's lots we haven't mentioned about this update, but seeing as the patch notes are longer than this entire magazine that's really unavoidable.

The point we're really making is this: the balance of the EVE universe is changing dramatically. New randomised PvE Ghost scenarios also offer new player choice. Randomly appearing in certain systems, these pirate clusters offer the chance for players to plunder valuable plans, allowing them to create their own blonic implants, something which was impossible prior to Rubicon.

Momentous events are clearly on the horizon and best of all they will come organically from within the community instead of by some pre-ordained story event carefully orchestrated by the developers. That's why EVE's attraction is so intoxicating, and why its small yet devoted fanbase love taking part in its strange yet compelling interstellar adventures.





## HEARTHSTONE: HEROES OF WARCRAFT





PUIV DEV: LAST GAME: PLATFORMS ETA: f all the Blizzard games to get hooked on this year, Hearthstone was probably our least likely. Col.ect.ble card games have never really been our thing, and our knowledge of the Warcraft universe is only passable at best, aside from the occasional WoW expansion commentary. So when we sat down to play the game's Beta, we weren't expecting much aside from Blizzard's usual standard of polished gameplay, yet Hearthstone hooked us in a way we haven't felt since another equally

multi-format turn-based strategy game, *Hero Academy*, landed in our laps.

At first Hearthstone's gameplay formula comes across as rather simple. Players take part in one versus one matches, starting with a random assortment of thirty cards. From there they can deploy said cards as long as they have enough mana. At the start of every turn the mana count is refilled and raised by one, with one card chosen at random from the player's deck also appearing in their





though, like taunt minions eliminating the ability for the opposition to attack a hero directly and other special minions whose attack power actually increases as they take damage.

This gameplay formula sounds complicated on paper, but six introductory matches against A.I explain these concepts bril antly, before the world of competitive play, different playable classes and literally







### MOBILES AND TABLETS

While playing Hearthstone it's easy to see why Blizzard have elected to make this Unity powered card game their first foray into the increasingly competitive mobile and tablet gaming space. Boasting all of the polish you'd expect from a Blizzard title, we suspect Hearthstone will really stand out once it hits Andriod and iOs stores. The biggest rest will be how the microtransactions shake down and if players will be able to earn enough cards to make their time investment worthwhile. The need for an active internet connection while playing is also a limiting factor.

nungreds of different fancy card variants are introduced to the player. All this is achieved while maintaining Warcraft's cheeky and breezy appeal.

Every day there are new quests to complete, such as taking part in a certain number of matches or leveling a character up to ten, with players earning XP for their chosen hero while they play and unlock new cards and gold which can eventually be spent on getting a pack of premium cards, which can also be purchased with real cash. There's also the ability for players to create their own thirty-card decks, tailoring their character to be more minion or spe.l-orientated depending on their preference.

The board playing area is also brilliantly designed, offering various interactive elements to tinker with in addition to a live round-by-round turn report, allowing players to see exactly what points of damage or attack have been dealt during a previous turn. This is a great tool for learning from your

mistakes, but it also functions as something to look at while the other player is considering their actions after you've made your turn. The care and attention paid to Hearthstone's sound design and soundtrack is also clear from even a brief listen. Even in Beta. Hearthstone comes across as exceptionally polished, even the animation for when players reveal the contents of a deck for the first time are particularly noteworthy, as it makes the moment of that big reveal just that little big magical. Hearthstone overcomes any card-related prejudices you may or may not have to offer a strategy experience which is pretty, engaging, addictive and nuanced. No doubt it'll be a big hit once the Beta opens up to everyone this December -

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ASE GAME

PLATFORM

#### The prettiest expansion yet?

t's no secret that World of Warcraft's subscriber numbers have consistently fallen over the past two years, and the reason for this is quite simple; saturation. If you're a fan of MMORPGs then the likelihood is you'll have played Blizzard's most well-known franchise at one point or another, and tempting players back frankly isn't as easy as it used to be, with a number of competitors snapping at WoW's heels like Guild Wars 2, Final Fantasy XIV and even more competitive pursuits like DOTA and Blizzard's own Diablo III.

Sure, you may come back for a month or two whenever World of

months now and then. They want their old players to return and stay for good, and the Warlords of Draenor expansion is a key part of that strategy.

Like last year's Mists of Pandora expansion, Warlords of Draenor will feature a new giant landmass to explore and a hefty level cap extension, boosting the level curve to 100 with new skills to bolster the existing character classes, however the content seems much darker and. dare we say it, more old-school. 2012 was the year of the fluffy Pandaren in WoW and 2014 it seems will be all about the humple Orc. with many of the missions in this expansion harking back the earliest days in Azerotn when Orcs and the forces of the Alliance were

Warcraft gets a new expansion, but Bizzard want to do more than just see their lapsed players for a few

FirstLook | Preview





constantly at each other's throats. This is traditional territory, but with Blizzard pumping out motorcycle mounts for WoW via the in-game store and other universe-breaking items, it's good to see them go back to their canonical roots.

Character models are also set for a big overhaul, boasting more polygons and more emotive facial animations. The Garrison system is the other big new feature set to launch with this content and it seems to function much like a traditional MMORPG housing system, only rather than controlling one building players control an entire complex, with NPC, structural and weapon choices a , available to tweak to their own tastes. This micromanagement gameplay feeds back into the main story campaign and should add a strategic dimension to the action. Expect more news about this attractive expansion soon.

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#### **PLAYTEST**

### PANKE CO-OP WITH....





#### We judge how super the latest LEGO tie-in really is with the



PUB: Warner Bros
DEV: Traveller's Tales
LAST GAME: Lego
Legends of Chimo
Laval's Journey
PLATFORMS: PC
Playstation Vita, Xbox
360" Xbox One
PlayStation 4, Nintendo
3DS; DS; VVii U

e were planning to do a regular of Playtest for the next entry in the long line of games which blend the stylings of the Danish construction toy LEGO with a known beloved universe, but then we thought we'd do something a bit special. Instead of just saying what we think about LEGO Marvel Super Heroes, we decided to pass the game around the extended family of a certain Mickey Opus to see what him and his merry clan thought of this assuredly 'super' puzzle platformer. This is what he sent back to us...

Me and my girlfriend are what many would call veterans of the LEGO series We started, like many others, with the surprisingly brilliant LEGO Star Wars in 2005, playing the game to 100% completion, collecting all mini-klt pieces and achieving Jedi status on every single bantha buddu-ing level Then when LEGO Star Wars 2. The Original Trilogy arrived we gleefully apped it up, switching from the original Xbox to PlayStation 2 and then we completed both of those games all over again in the ompilation, FGO Star Wars. The omplete Saga for Xbox 360 Traveller's Tales series brought out the compeletionist tendencies within

### FirstLook | Playtest





LEGO series hit a peak with those games as Warner Bros. pumped out more and more sequels, albeit themed around different licenses including Harry Potter, Batman, Lord of the Rings and yes, even more Star Wars.

Despite multiple tries we just couldn't get into the recent LEGO games and we couldn't exactly understand why Did the outzles get more complicated? Nope. Were the characters in Harry Potter and Lord of

the Rings not compelling enough compared to the sci-fi daddy that is Star Wars? We're not touching that issue with an eight-foot long lightsaber. The point is something was off, so we didn't suspect LEGO Marvel Super Heroes to hook us in any shape or form. If anything we suspected it would just make us nostalgic for the days when time allowed us to hunt around for mini-king piles of university work stacked at our





door - how wrong we were!

#### Excelsion

LEGO Marvel is the most refreshing, diverse and enjoyable game to come out of Traveller's Tales in a long time. The cute and cheekly humour of old games is here, not swayed by the recent addition of allowing mini-

"The most refreshing, diverse and enjoyable game to come out of Traveller's Tales in a long time."

figures to actually talk, and the strength and variety of the hero and villain roster is truly staggering. There are over 150 different characters to unlock in total, all of which are sorted into different power sets. For instance spider Man has the ability to

web-sling around levels and pull down certain hook like mechanisms. whereas Mr Fantastic can literally take any shape he likes to get past obstacles like transforming himself into a crane to knock Doc Ock off of his perch atop the Daily Bugle's, uh, Bugle. The campaign retreshingly allows every character and power set to flourish, even taking time to accommodate lesser known Marvel characters like Squirrel Girl and Fantastic Four's helper bot, HERBIE The strength and variety in the roster of both heroes and villains allows levels to feel fresh and exciting, as players never spend too long with one character or objective.

The premise of tracking down magical cosmic blocks sprinkled around the world allows Traveller's Tales to cherry pick their way through Marvel's universe choosing characters which work great from a game perspective and iconic locales ranging from downtown New York





to Nick Fury's Helicarrier and beyond.

There's an attention to detail to every featured property which Marvel fans will really dig, like Iron Man's ability to shoot rays from his chest plate and his ever so slightly unstable hovering - all of which has been captured brillantly from the movies. Robert Downey Jnr's super hero de jour certainly proved a favourite in our household, not only with me and the girlfrend but also our pre-pubescent nieces and hephews when we invited them around to play

Seeing as LEGO Marvel is still restricted to two-player only co-op, showed the siblings around the game in turns eventually leaving them to play together under my expert guidance.

When I passed the controllers onto the little ones they came to understand the core gameplay very quickly. There were a few arguments over who got to use the neon blue Xbox controller but after some careful and relentlessly persistent prompting they found their groove chucking from Man missiles at everything at moved and moving through levels by following the on-screen prompts and phostly min-ing helpers

Both on and off the screen the action was chaotic with shouts of excitement and frustration, with both relatives asking, "Is that me?" "Why

"Regularly erupting in howls of laughter whenever Mr Fantastic turned into a teapot"

can't i play as Hulk?" and our personal favourite. "When does Batman come out?" Alas Batman never did show up but the little one's seemed to have a blast playing LEGO Marvel, regularly erupting in howis of laughter whenever Mr Fantastic turned into a teaper or when Hulk smashed enemies, resulting in an explosion of LEGO places landing on the floor The biggest task of our faux parenting was



trying to clasp the controllers away from the little tikes, which eventually we did once their parental overlords showed up, thus allowing us to replay the story levels they blasted through Searching out hidden mini-kit pieces and interacting with secret parts of the level which only become available on the second playthrough.

As much as the fully volced characters, and the transitional split-screen functionality allerated us at first, Lego Marvel Super Heroes has become me and the girlfriend's go to game when we want some relaxing co-op play.

We're still split on whether this latest entry is a better game than the original Lego Star Wars is she thinks not, I think yes in but there's no doubt that this series has definitely returned to form and best of all it's a game that can be appreciated by all ages, regardless of whether they like Marvel properties or not.

Thank your for your insights Mickey. Expect another Playtest next month...





# THE INEVITABLE RISE OF...

## THE VIDEOSEME COMPOSER

Music maestro Simon David explains why videogame music is



Simon Dav.d is a videogames music composer and enthus.ast He is currently working on The NotAGame Collection, a selection of tracks spanning a range of different VGM styles, to be released in aid of the Child's Play charity in 2014

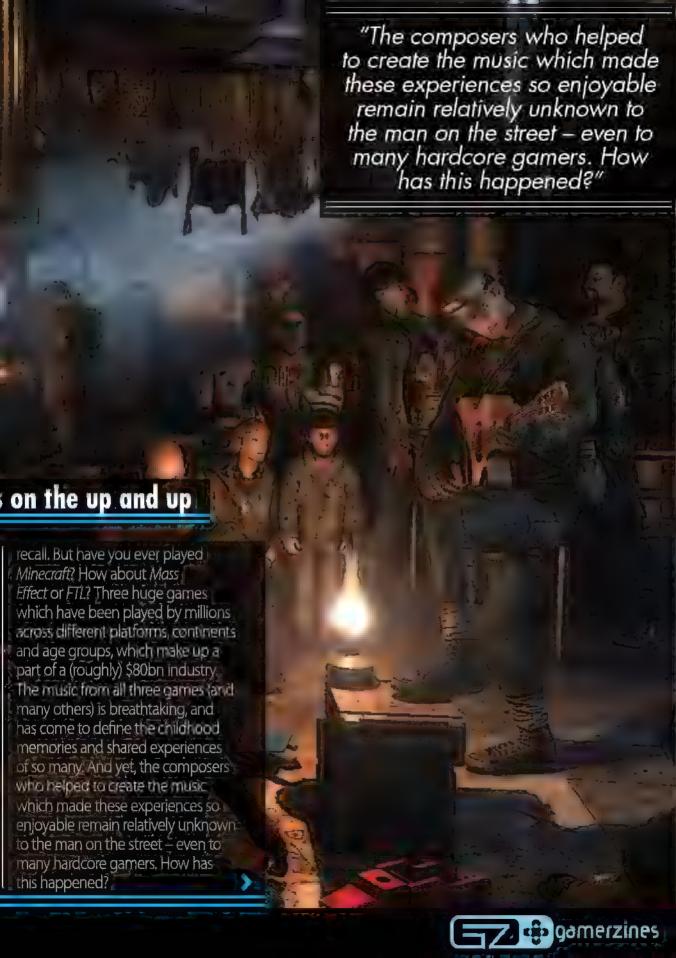
ake no mistake, music can be one of the most important elements of setting the atmosphere and tone for any videogame. It's something we've been thinking about for months, yet we never had the presence of mind to get those thoughts onto paper. Thankfully budding composer Simon David has saved us the trouble, as in this finely tuned article he's highlighted the rising importance of videogame music and its increased recognition in arenas wider than just our billiondollar hobby. Maestro, if you would be so kind...

Consider if you will the following:

- Danny Ellman
- Hans Zimmer
- -Ben Prunty
- Jason DeRulo
- Daniel Rosenfeld
- Jack Wall
- Frederic Chopin

wonder if, from this list of great composers, you can pick the ones who are most famous for their work as a videogame composer? That's right, it's the three you've never heard of. Or at least for the majority of you, three of those names are probably ones which you don't immediately recognise, and whose compositions you perhaps find it most difficult to

FirstLook | Feature





Perhaps the answer is that videogame music is unimportant, but I cannot say that I agree with that. Do you remember playing *Theme Hospital* to the tune of 'Dr. Frog'? Does the theme to *Metal Gear Solid* bring a tear to your eye? Do you fondly remember the music from the GoldenEye split-screen lobby? Me too.

Videogame music is hugely important. It does something which many other mediums of music are not required to – it creates and maintains illusion, something which is critical in an escapist pursuit such as wideogaming. The right music can build castles, transport you to the Wild West or send you into an in-the-zone' techno trance, all the while immersing you in an experience and complimenting the hard work done by others on the visual and technical sloc, but while still

entrenching itself into your memory in its own right. Composing music which can, and often does, achieve all of this is nothing short of black magic

"The Ivor Novello music awards decided to include a 'best original videogame score' category, and the Grammys also began to credit good VG music last year"

and is beyond the realms of many of us who revel at the images and emotion simple music can create:

However, there is still some stigma attached to gaming, even as a



generation of gamers reaches maturity, and by extension, the videogame music industry has been equally overlooked in the past Nevertheless, there are small pockets of resistance now developing. Last year, for example, Classic FM, a hugely influential radio station listened to by hundreds of thousands of people in the UK, finally took the decision to include orchestral videogame tracks in its Top 100' chart, marking a huge success for the image of videogame music in general. Similarly, in 2010 the ivor Novello music awards decided to include a best original videogame score category, and the Grammys also began to credit good VG music last year. Slowly but surely, the battle for recognition, not just for videogame music, but for the importance and relevance of the videogame industry as a whole, is being won.

In addition to these successes, there is another force now in play the rise of the bedroom composer.

#### GAME SOUNDTRACKS WE STILL LISTEN TO:

- Bastion
- Super Meat Boy
- F-Zero GX
- Ace Combat: Assault Horizon
- The Secret of Monkey Island HD
- Phoenix Wright: Ace Attorney
- Team Fortress 2
- Super Mario Galaxy
- Bionic Commando: Rearmed
- Pac-Man Championship Edition DX+
- Thomas Was Alone





We live now in an inter-connected world, where a good track can be heard across and around the world minutes after it's been written, and this is a luxury now afforded to the vast majority of the Western World. And this is good news, surely, for although we become swamped with choice, we are equally swamped with creativity, talent and enthusiasm that the industry has never known before instead of the sometimes derivative tunes which married some



older titles, musicians might be asked to contribute on the basis of the originality and merit of their music not just their place of work.

There will come a time soon when videogame composers will stand shoulder-to-shoulder with giants of the film and pop industry, as the world wakes up to the incredibly intricate and very important business of videogame composition. Now, as the profile of those people who build our worlds slowly begin to grow, so does a generation's hope of being among those names, and it truly is a more exciting time to be involved than ever before.

If you care about videogame music passionately or just fancy listening to some great free fan-made tracks, be sure to visit Simon's blog (simondavidygm. wordpress.com). And if there's a videogame topic you care about let us know your thoughts via our Twitter channel, @Gamerzines.

#### GIVING PROPS TO OVERCLOCKED REMIX

Videogame music is current y plossom ng, not only via small independent releases but also fan-made communities like OCRemix.org. This site features literally years' worth of free music riffing off of existing game soundtracks for franch ses like Sonic, Street Fighter, Zelda, Skyrim... pretty much any release from the past 30 years is fair game! This kind community is also a great place for new composers to get advice on now best to start making music. Every month OCRemix holds competitions set around one game or theme, with the best work celebrated by the network's 30,000-user community.



## 

#### HARDWARETEY



Leap Motion motion controller, with its small form factor, sleek design and easy to set up nature. It's the sort of device that just oozes cool, but unfortunately that impression doesn't last for long.

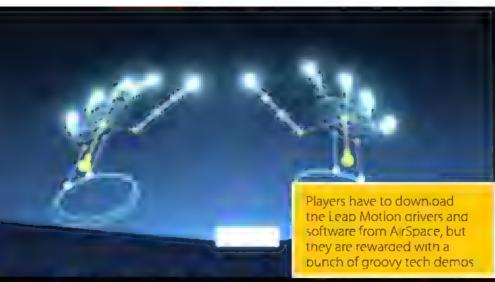
Like other motion controllers of its kind, be it Microsoft's Kinect or Nintendo's Wiimote P.us, Leap Motion proves that gesture-based gaming just doesn't fit with experiences that are designed to be played for more than 20 minutes. We're talking about games like Chillingo's mobile hit Cut The Rope and the Leap Motion-exclusive light gun game, Blue Estate. Now we aren't going to judge a new piece of hardware purely on the basis that its best experiences are better suited to a touchscreen, but it does

speak volumes that the Leap Motion currently lacks a real killer app, and honestly that's surprising.

In simple terms, the Leap Motion controller is a motion device which fits easily on your desktop, ideally in the space in front of a keyboard directly in

"That great first impression sticks with you for about an afternoon"

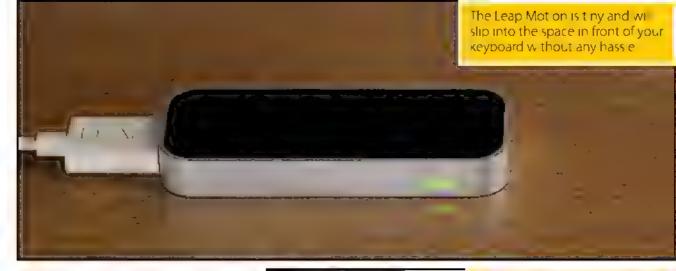
front of the monitor. Once connected via USB, the device can clearly and easily detect finger and wrist movement directly above the device (from about 10cm or higher). Once you've grabbed the official drivers





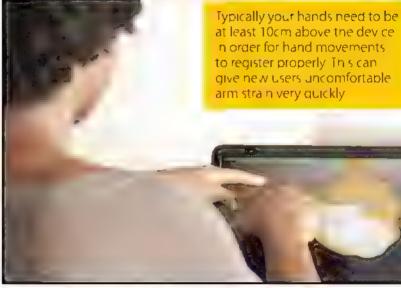
Leap Motion could be a big hit in the classroom, as long as the lighting is just right.

FirstLook | Hardtest



from the Leap Motion website, you'll be genuinely impressed with the fidelity Leap Motion offers, as the Diagnostic V'sualizer shows off the hardware's innovative ability to register the rotation, movement and speed of individual digit movements on both hands at the same time.

That great first impression sticks with you for about an afternoon, as you fiddle around with the excellent tech demos proved for free via the Leap Motion software store, Airspace, but then you'll want something a bit more substant al. Third-party software like GameWave allows players to produce Leap Motion scripts for real games like The Elder Scrolls V:



#### **Vital Statistics:**

- Dimensions: 3 inches x 1 inch
- Tracks all 10 fingers up to 1/100th of a millimetre
- Can track movements up to 200tps
- 150° field of view, including Zaxis for depth
- Works with Windows 7/8 or Mac OS X 10.7
   Lion or above
- USB connection
- Price: £69.99





#### Introducing AirSpace

Rather than Leap Motion apps being sold on reputable digital marketplaces like Steam, Good Old Games, Humble Bundle or Gamersgate, Leap Motion Inc. has created its own store called AirSpace. The layout of this marketplace is the spitting image of Apple's iStore, with shoppers able to rate apps, write reviews and of course purchase software. There's already over 150 different apps available on the store, ranging from free tasters like the multiplayer first-person shooter *Volantes* to more predictable touch-orientated experiences like *Cut The Rope*.

The store is only accessible via a browser, and players need to use a mouse and keyboard to use it. Not the best advert for using this motion device on the web we're sure you'll agree, but with new software regularly appearing on AirSpace, the Leap Motion is clearly gaining support from developers.

ALDEFA E





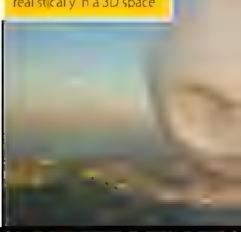




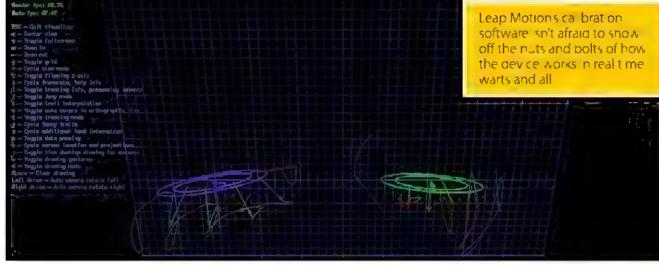
Skyrim, but then you're playing games which are designed for a mouse and keyboard by hovering your hands above the Leap Motion and thrusting them left and right, which as you can imagine gets rather tiring.

There are more general problems with the Leap Motion too, such as the device's fussy sensit vity to changes in its lighting environment, often causing a pop-up to appear on screen asking players to clean the device, and the inability for it to pick up fast hand swipe motions. These

The Freeform app a lows p ayers to mould items real stically in a 3D space



### FirstLook | Hardtest



problems, coupled with a needless y complexical bration process which involves users painting a reflective

"Some of Leap
Motion's software
does successfully put
across the power of
manipulating digital
objects with your
physical hands"

surface with the device's infra-red sensors, soon create a feeing that using this device simply isn't worth the effort. Some of Leap Motion's software does successfully put across the power of manipulating digita objects with your hands, I ke Freeform which allows players to mould digital clay in any manner they wish or Cyber Science Motion which poasts a number of different biological constructs for players to move and dissect, but there aren't enough of these experiences to make Leap Motion's £69.99 asking price seem worthwhile.

W th future updates in the pipeline, Leap Motion may get closer to fulfilling its destiny as the next big leap in the way people interface with technology, but thanks to a lack of compeling software and some teetning issues, that future is a way off yet.







GAME ON

## DLC & UGC Round-Up

## Battlefield 4: Second Assault (DIG)

he content is coming thick and fast for Battlefield 4's Premlum service. The first expansion, China Rising, is still on the horizon for PC, PlayStation 3 and Xbox 360 owners, but Xbox One fans are already enjoying what is purportedly the second expansion, Second Assault. Yeah we don't really understand what's going on either, but we can tell you that Second Assault includes four freshly 'levolutionised' Battlefield 3 maps (Caspian Border, Operation Firestorm, Gulf of Oman, Operation Metro), Capture the Flag game

mode, and dune buggy ATV. Battlefield 4 is still getting patched regularly to iron out those pesky online kinks and hopefully DICE will be done with that caretaking once this pack hits other platforms.



## The Last of Us: Left Behind

espite Sony's best efforts there was undoubtedly a Naughty Dog-sized hole in the PlayStation 4's launch line-



up. No doubt the studio behind Uncharted are up to something truly next-gen, but in the meantime they're still hard at work

producing the first bit of story DLC for their previous hit, The Last of Us.

The Left Behind DLC stars Ellie and brand-new character Riley as they make their way through military boarding school before a series of events occur which changes them both forever. It sounds as though this'll be set before the 'sporepocalypse', so what it'll actually entail is anyone's guess.

FirstLook | GameOn

This month finally saw the launch of Turbine Inc.'s most ambitious expansion to date for the long-running MMORPG, Lord of the Rings Online The Helm's Deep expansion, in addition to emulating the most

memorable battle in Tolkein's fiction, also features three new landscapes in Western Rohan to explore, a raised level cap of 95, and a healthy helping of new story content, as well as a large number of important skill balances and interface tweaks.

The expansion is currently available from LOTRO.com in various editions.

with pricing starting at \$39.99, and it's also worth noting that players can download Helm's Deep's complete soundtrack via Soundcloud absolutely free. Not too shabby Turbine, not too shabby at all.



## Napoleon Total War: Great War

DEV: The Great War Toam FIND IT: Mod£ B OUT NOW

bunch of talented modders have done what Creative Assembly seemingly never wanted to, they've

actually made a *Total War* experience based on The Great War. This total conversion mod radically alters *Napoleon Total War*'s

gameplay by creating new battle maps centred around trench warfare, doomed cavalry charges, unreliable tanks, reconnaissance aircraft and utterly destructive artillery. This mod still has a few reliability issues, but it's an absolute must-play for any Total War fan.

#### Glitch

PUB: Tiny Speck DEV: In-house NO LONGER IN SERVICE

FIND IT: www.glitchthegame.com/public-domain-game-ar

ow exactly do you produce downloadable content for a game which doesn't exist anymore? Easy. You just release said game for free to the masses, with fans able to tinker with concept art, server code and other assets in any way they see fit, as long as they give credit to its creators. This month, Tiny Speck did exactly that with their unfortunately no longer in service browser MMO, Glitch,

Back in the days when this magazine's staff used to put together MMOZine, we all absolutely fell in love with Glitch, and even though it didn't attract enough of an audience to

maintain its existence, we still have fond memories of messing around in Urr. Fans are currently working hard to get Glitch back online, via a spiritual successor suitably dubbed Children of Urr and no doubt this charitable move by Tiny Speck should help that effort exponentially.



## Borderlands 2: Wattle Gobbler DIG

PUB: 2K Games **OUT NOW** 

f something ain't broke don't you ever think about trying to fix it, ya hear? Gearbox Software's approach to Borderlands 2 DLC is something other developers should really take note of. Since

the sequel's launch, they've offered plenty of bite-sized story-driven DLC with just enough new items to tempt players into reinvesting in a game they had already played to death! That's the power of loot-

driven game design we suppose.

The latest piece of DLC, titled 'Horrible Hunger of the Ravenous Wattle Gobbler' is Thanksgivingthemed and features a story heavily influenced by The Hunger Games, with Mr Torque Flexington (pictured on the left) orchestrating the ensuing bloodbath. Keep these episodes coming, Gearbox!

### FirstLook | GameOn

## Rise of Venice: Beyond the Sea DIG

t may not have had much competition, but Rise of Venice is still the best trading sim to be released all year. Beyond the Sea

expands this already entertaining experience with 13 all-new cities to plunder and exploit, each with new residency



missions and tasks to complete. The standout addition in this expansion though is the new Nao vessel, which is more commonly known as the ship that Columbus discovered America with.

## TESV: Skyrim — RealVision ugc

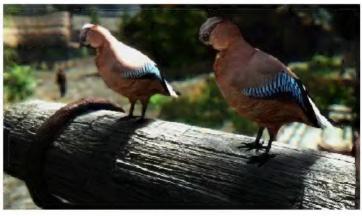
DEV: SkyrimTuner FIND IT: http://skyrim.nexus **OUT NOW** 

■he Elder Scrolls V: Skyrim is fast becoming one of the most modded games in existence, with more mods being released for Bethesda's acclaimed fantasy experience every single month. RealVision is

just one of the more recent creations, but it proves beyond any doubt just how valuable mod support can be in ensuring a game continues to be played years after release.

RealVision adds new shadow and lighting effects to Skyrim creating visuals which are frankly unparalleled. The only issue is that RealVision needs to be installed with around a dozen other mods in order to function

correctly, but if you jump through the required hoops you'll get to savour truly next-gen visuals in a game which has no business looking this good two years after launch.









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